Amendments to the Claims

This listing of claims will replace all prior versions and listings of claims in the application.

Claim Listing

1.   (Cancelled)

2.   (Cancelled)

3.   (Currently Amended) The system of claim 38 3̶5̶ wherein the computer network is selected from a group consisting of: a global computer network, a local area network, and a wide area network.

4.   (Previously Presented) The system of claim 35 wherein said audio/visual device subsystem is selected from a group consisting of a digital versatile disk system, a digital video cassette recorder, an audio presentation device and a television.

5.   (Previously Presented) The system of claim 35 wherein the rendering circuit decompresses said content prior to presentation.

6.   (Previously Presented) The system of claim 35 wherein the rendering circuit formats said content prior to presentation.

7.   (Previously Presented) The system of claim 35 wherein the emulation circuit further packetizes said content for distribution to a home network system.

8.   (Cancelled)

9.   (Currently Amended) The system of claim ~~35~~ 38 further comprising a memory for

storing content retrieved from said <u>computer</u> network on said audio/visual system.

10.   (Currently Amended) The system of claim ~~35~~ 38 wherein the emulation circuit

transcodes information retrieved from said ~~remote~~ computer network.

11.   (Cancelled)

12.   (Previously Presented) The system of claim 35 further comprising a remote control, said

remote control to issue a control signal that is converted by said audio/visual system to a network

command for retrieving said content.

13.   (Previously Presented) The system of claim 35 wherein said audio/visual system is

coupled to a network comprising a plurality of audio/visual apparatuses, and said emulation

circuit retrieving said content from one of said plurality of audio/visual apparatuses.

14.   (Currently Amended) The system of claim 38 ~~35~~ wherein the emulation circuit further

includes stored instruction sequences to control data flow through the audio/visual system based

on at least one of the following parameters: at least one parameter of said computer network, at

least one parameter of a target device in said computer network, an output display requirement of

said audio/visual system, a data type of said content and a data characteristic of said content.

15.   (Previously Presented) The system of claim 14 wherein said at least one parameter of said target device is one or more of the following: a bandwidth of said target device, and a storage size of said target device.

16.   (Previously Presented) The system of claim 14 wherein the emulation circuit further includes stored instruction sequences to control data flow through the audio/visual system by providing a handshake protocol based on said at least one parameter, to optimize data flow.

17.   (Cancelled)

18.   (Cancelled)

19.   (Currently Amended) The method of claim 4̶0̶ 41 wherein the computer network is selected from a group consisting of: a global computer network, a local area network, and a wide area network.

20.   (Previously Presented) The method of claim 40 wherein said player device is selected from a group consisting of a digital versatile disk system, a digital video cassette recorder, an audio presentation device and a television.

21.   (Previously Presented) The method of claim 40 further comprising decompressing said content prior to presentation of said content.

22.   (Previously Presented) The method of claim 40 further comprising formatting said content prior to presentation of said content.

23.   (Previously Presented) The method of claim 40 further comprising packetizing said content for distribution to a home network system.

24.   (Cancelled)

25.   (Currently Amended) The method of claim 4̶0̶ 41 further comprising storing content retrieved from said computer network in a memory device residing on said a̶u̶d̶i̶o̶/̶v̶i̶s̶u̶a̶l̶ ̶s̶y̶s̶t̶e̶m̶ player device.

26.   (Currently Amended) The method of claim 4̶0̶ 41 further comprising transcoding said content retrieved from said r̶e̶m̶o̶t̶e̶ computer network.

27.   (Cancelled)

28.   (Currently Amended) The method of claim 40 further comprising receiving a control signal from a remote control, said control signal being converted by said a̶u̶d̶i̶o̶/̶v̶i̶s̶u̶a̶l̶ ̶s̶y̶s̶t̶e̶m̶ player device to a network command for retrieving said content.

29.   (Cancelled)

30.   (Currently Amended) The method of claim 4̶0̶ 41 further comprising controlling data flow in said a̶u̶d̶i̶o̶/̶v̶i̶s̶u̶a̶l̶ ̶s̶y̶s̶t̶e̶m̶ player device, based on at least one of the following parameters: at least one parameter of said computer network, at least one parameter of a target device in said computer network, an output display requirement of said audio/visual system, a data type of said content and a data characteristic of said content.

31.   (Previously Presented) The method of claim 30 wherein said at least one parameter of said target device is one or more of the following: a bandwidth of said target device, and a storage size of said target device.

32.   (Original)   The method of claim 30, wherein controlling data flow further comprises providing a handshake protocol based on said at least one parameter, to optimize data flow.

33.   (Cancelled)

34.   (Cancelled)

35.   (Currently Amended) An audio/visual system comprising:

a. an audio/visual device subsystem;

b. a user interface facilitating operation of the device subsystem and selection of content;

c. a rendering circuit for facilitating presentation of selected content; and

d. an emulation circuit for receiving a content selection via the user interface, the emulation circuit determining if the content is accessible via the device subsystem and, if not, obtaining the content from another source, ~~and~~ receiving the content, converting the content into a format displayable by the rendering circuit and providing it to the rendering circuit for presentation, the emulation circuit thereby presenting the received content to the rendering circuit as if from ~~behaving as though it is~~ the device subsystem.

36.   (Currently Amended) The system of claim 35 wherein the audio/visual ~~device~~ system further comprises a drive.

37.   (Previously Presented) The system of claim 35 wherein the another source is a computer.

38.   (Previously Presented) The system of claim 37 wherein the computer is connected to the audio/visual device subsystem via a computer network.

39.   (Previously Presented) The system of claim 37 wherein the computer is directly connected to the audio/visual device subsystem.

40.   (Currently Amended) A method of facilitating selection and display of media content on a player device comprising a device subsystem including a user interface adapted to operate the device subsystem and facilitating selection of content thereon, the method comprising the steps of:

a. receiving a content selection via the user interface and determining if the content is accessible via the device subsystem;

b. if so, reading the content from the device subsystem and rendering the content for presentation;

c. if not, obtaining the content from another source, and receiving the content, converting the content into a format displayable by the rendering circuit, and rendering it the content as though read from the device subsystem of the player device.

41.   (Previously Presented) The method of claim 40 wherein the content is obtained from another source via a computer network.

42.   (Currently Amended) The method of claim 40 41 further comprising transmitting the content retrieved from said network to a computer for remote storage.